

## Texas Hold'Em

Texas Hold'Em is a Community Card poker game that is played with a standard 52 card deck. The game starts to the left of the dealer button. The blind bets are made from the positions to the left of the dealer button and are forced bets that must be made before the cards are dealt. Two hole cards are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting at increments equal to the lower limit (twice the lower limit on a "kill pot".) A player may call, raise or fold on this and all subsequent rounds. A bet and three raises is the maximum for each betting round except in 20-40 a bet and four raises is allowed. Three Community Cards are then placed face up on the Board followed by a round of betting (again at the lower limit or double the lower limit on a Kill Pot.) Two more Community Cards are placed face up on the Board, one at a time, each followed by a round of betting at the higher limit (or twice the higher limit on a Kill Pot).

The pot is awarded to the player with the highest-ranking 5 card high poker hand comprised of any combination of his 2 hole cards and 5 Community Cards. In the event of a tie the pot is split equally.

Any player who wins 2 or more pots in a row must Kill the next pot for an amount equal to the higher limit, thus doubling the stakes for that hand.

The Blinds for Hold'Em are :

3-6 Hold'Em	Big Blind \$3	Small Blind \$1
4-8	" \$4	" \$2
8-16	" \$8	" \$4
20-40	" \$20	" \$10

The player to the left of the dealer posts the Small Blind, the player 2 seats to the left of the dealer posts the Big Blind. Fee collection is taken from the big blind before the cards are dealt and placed in the drop slot. If there is no flop this fee is returned to the winner of the pot.

Drop Schedule Hold-Em:

7, 8, or 9 handed	4
6 handed	3
5 handed	2

## No-Limit Hold'Em

No-Limit Hold'Em is a community card poker game that is played with a standard 52 card deck. The game starts to the left of the dealer button. The blind bets are made from the positions to the left of the dealer button and are forced bets that must be made before the cards are dealt. Two hole cards are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may call, raise or fold on this and all subsequent rounds. A player may bet all of his chips at any time. No short buys are permitted.

- 1) Each player is dealt 2 hole cards followed by a round of betting with a minimum bet the size of the Big Blind.
  - 2) 3 Community Cards are then placed face up on the Board followed by a round of betting.
  - 3) 2 more Community Cards are placed on the Board, one at a time, each followed by a round of betting .
  - 4) The pot is awarded to the player with the best 5 card high poker hand comprised of any combination of his 2 hole cards and 5 Community Cards.
  - 5) Blinds
- |              | Big Blind | Small Blind | Buy-in      |
|--------------|-----------|-------------|-------------|
| 1-3 No-Limit | \$3       | \$1         | \$30-\$200  |
| 5-5 No-Limit | \$5       | \$5         | \$200-\$500 |

The player to the left of the dealer posts the Small Blind, the player 2 seats to the left of the dealer posts the Big Blind.

## Lowball Draw

Lucky Lady offers Lowball at these limits:

5-10 Lowball W/ Kill Buttons

10-20 Lowball W/ Kill Buttons

Lowball is played with a standard 52 card deck plus one joker that is completely wild. Standard low poker rankings apply ( best hand is A-2-3-4-5.) There is a bet and three raise limit on both betting rounds.

Each player is dealt 2 down cards at which point the dealer asks "any kills?" Each player then has the option to place a designated amount of chips into the pot that raises the stakes for that hand. If the pot is killed the dealer then asks "any overkills?" Each player again has the option to place a designated amount into the pot that raises the stakes to a new level. This continues until no one else elects to kill the pot. The dealer then continues by giving each player 3 more down cards giving each one a total of 5 down cards. A round of betting at the before the draw limit ensues.

- 1) The players who elect to play in the pot then have the opportunity to replace any cards they do not want to keep by discarding them and drawing replacements. This is followed by a second and final round of betting at the after the draw limit.
- 2) The winning Lowball hand is determined as follows
  - a) No pair beats a pair (straights and flushes are ignored, an ace counts as 1).
  - b) If neither player has a pair, the player with the lowest high card wins the pot. If more than one player has the same lowest high card the next highest card in each players hand are compared, and the next lowest high card wins the pot, this process is continued until a winner is determined. In the event of a tie the pot is split equally.
- 3) A player must bet a hand "8 or better (5 cards with no pair the highest card being an 8) to be able to win after the draw action, although he can still win any monies bet before the draw if he has the best hand.
- 4) Kill Buttons are designed to raise the stakes on a hand if a player so desires, and to ensure that each player kills at least one pot during each kill round
- 5) The dealer starts each kill round with a stipulated number of buttons that imprinted with the word "kill". When all the Kill Buttons have been given out as described in section 1 above, on the subsequent hand the dealer announces "buttons up" and everyone who has earned a Kill Button during that round places it in front of him. The dealer then identifies those players without a Kill Button and they must each kill one of the next pots in the blind in order from the left of the dealer, one hand at a time until all kill obligations are satisfied.

5-10 Lowball – \$1 ante, \$5 open blind by the player to the left of the dealer. Kill amount is structured. The first kill is twice the amount of the Blind (\$10). An overkill is twice that amount (\$20). A second overkill would be twice the amount of the first overkill (\$40) etc. If there are no kills or overkills the limit before the draw is \$5 and after the draw is \$10. If there is a kill or overkill on a hand the limit before the draw is the amount of the greatest kill or overkill. The limit after the draw is double the limit before the draw.

10-20 Lowball – \$1 ante, \$10 open blind by the player to the left of the dealer. Kill amount is unstructured. Any player can kill or overkill for an amount up to 1/3 of their

chips as long as this amount is at least double the amount of the blind or previous kill or overkill, whichever is greater. The limit before the draw is equal to the amount of the blind, kill or overkill, whichever is the largest amount. The limit after the draw is double the limit before the draw.

Lowball Drop Schedule:

7 or 8 handed	5
6 handed	4
5 handed	3

2, 3, or 4 handed \$2 The drop is collected from the antes and placed in the drop slot.

After the pot has been awarded to the winner the drop is made( note: if no one opens the pot there is no drop and all antes and blinds are awarded to the blind, killer, or overkiller, whichever amount is the greatest.)

## PaiGow Poker

PaiGow Poker is a poker game played with a standard 52 card deck plus one Joker (which is completely wild.) Standard poker rankings apply. A PaiGow Poker hand consists of seven cards. The player arranges the seven cards to create two poker hands, one composed of two cards and one of five cards. The five- card hand must beat the two- card hand.

Fee Schedule:

\$10-\$25 bet \$.50

\$30-\$100 bet \$1

over \$100 \$1 per hundred bet (\$1800 maximum bet) (1800)

The banker pays a \$2 collection

Fees are posted in advance and collected by the dealer after the cards have been delivered and are placed in the drop slot. At the completion of the hand the drop is made.

The cards are dealt in seven piles each consisting of seven cards dealt face down. One seven card pile is then chosen by the banker. The banker then shakes three standard dice, which are inside a covered cup, to determine which player will receive the seven card pile designated by the banker. All bets must be placed before the dice cup is opened. The dice cup is then opened and the pile chosen by the banker is placed before the player determined by the total sum of three dice. The other seven card piles are then distributed to the other players clockwise starting from the pile chosen by the banker. This pile is designated by a placard with the word "action" to show it has first action. The player plays against a designated hand (the bank.) In order for the player to win his bet both his two card hand and five-card hand must beat the bank's two- card hand and five card hand respectively. If the player wins on one the hands and ties or loses on the other there is a push on the amount bet but the fee is still collected. If the player loses on both his two- card hand and five- card hand or loses one and ties on the other he loses his bet and the fee is collected. If the banker pushes with all the players the players get a "free collection" button that entitles them to one free collection on a hand of their choice. Each player has the option to be the bank on two consecutive hands each round (but to bank he must risk at least \$100.)



## OMAHA

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two holecards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

Omaha is often played high-low split, 8-or-better. You may use any combination of two holecards and three boardcards for your high hand and another (or the same) combination of two holecards and three boardcards for your low hand.

### Rules of Omaha

1. You must use two of the four holecards in your hand and three cards on the board to make a valid hand.
2. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.
3. All the rules governing "kill pots" are listed in the section on kill pots.

### High-Low Omaha (8 or better )

3-6 and 4-8 High-Low Omaha are played as follows:

Omaha is played with a standard 52 card deck. The game starts to the left of the dealer button. The blind bets are made from the positions to the left of the dealer button and are forced bets that must be made before the cards are dealt.

Each player is dealt 4 hole cards, one at a time, face down in rotation followed by a round of betting at the lower limit increments (or double on a Kill Pot). A player may call, raise or fold on this round and all subsequent rounds. A bet and three raises is the maximum for each betting round.

Three Community Cards are placed face up on the board (the Flop) followed by a second round of betting again at the lower limit increments (or double on a Kill Pot).

Two more Community Cards placed on the board one at a time, each followed by another round of betting at the higher limit increments (or double on Kill Pots)

At the showdown each player must use two of his hole cards with three cards on the board to make the highest five-card poker hand and any two hole cards with three community cards to make the lowest qualifying five-card poker hand. The lowest qualifying five-card poker hand is Ace, 2, 3, 4, 5. Players must qualify for the low hand by making the five-card poker hand 8 high or better (lower). The pot is split equally between the players with the highest- ranking hand and lowest qualifying hand. If no player has a low qualifying hand the player with the highest- ranking five- card poker hand wins the entire pot. In the event of a tie, the pot, or portion of the pot, if the tie is for high or low hand only, is split equally.

If a player wins the entire pot (a "scooper") consisting of \$40 or more, he must "Kill" the next pot by placing \$6 in the pot before the cards are dealt which doubles the limits on that hand to 6-12 in 3-6, or in 4-8 if there is a \$50 scooper the "kill" is \$8 which doubles the limit to 8-16.

Blinds are posted as follows:

The player to the immediate left of the dealer posts a \$1 blind in 3-6 (or \$2 blind in 4-8), and the player two seats to the left of the dealer posts the big blind \$3 in 3-6 and \$4 in 4-8.

Drop Schedule 3-6 and 4-8 Omaha

7, 8, or 9 handed \$3

6 handed \$2

5 or less \$1 (note: the drop is taken from the big blind before the cards are dealt and placed in the drop slot. Upon completion of the hand the drop is made. If there is no flop there is no drop and all blind money is awarded to the big blind or "Killer", whichever is greater.

# **21<sup>st</sup> Century Blackjack**

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## **NO BUST BLACKJACK**

4/1/2001



# 21<sup>st</sup> Century Blackjack

## VALUES OF CARDS

A single or plural deck of standard cards is used for playing of the game. If multiple decks are used one Joker is added to each deck.

- All cards have their face value.
- Joker is a "Wild" card. Aces are 1 or 11.
- Picture cards have value of 10.

### Ranking Chart

Sequence	Cards	Value
1.	Ace	1 or 11
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

# 21<sup>st</sup> Century Blackjack

## PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two UP cards. After all players, including the player /dealer, have received their initial two cards, starting from the next clockwise position from the player /dealer, players may receive additional (hit) up cards. Players may draw as many cards as permitted.

Rules for Players		
Player's Hand	Dealer's Hand	Player's Action
<u>Soft&amp;Hard 20</u> <u>Soft&amp;Hard 21</u> <u>Natural 22</u>	<u>11 or Less</u>	<u>12</u>
		<u>13</u>
		<u>14</u>
		<u>15</u>
		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>



# 21<sup>st</sup> Century Blackjack

## DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

- 1- Players can double- down on any two cards and receive one draw card card.
2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:  
Any pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after split.
5. Multiple splitting is permitted (up to 3 times)
- 4 Player's Joker-Joker pays 2 to1.
5. Players can surrender on their first 2 card, and forfeit half of their wager.
6. If the player –dealer's hand is a natural, double down and split wager receives no action.
7. All pay-off to the extend that player/dealer's money covers.

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## ADDITIONAL GAME RULES

1. A hand with a Joker considered frozen, and cannot receive any further action.
2. If the Player/ Dealer's up card is a Joker, all hands are frozen. Players may not surrender, split, double down or draw.
3. A joker with any card or cards is a hard 21.
4. Players with non-joker hands have the option to draw additional cards.

# 21<sup>st</sup> Century Blackjack

## OBJECT OF THE GAME

The object of the No Bust Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards of the hands and:

- Draw additional cards if needed.
- Achieve the best possible point total "Natural 22".
- "Natural 22" is two Jokers, and beats all other hands.

## GAME RULES

The following are game rules for No Bust Blackjack.

1. If a player's total is more than "Natural 22", and the Player/ Dealer's total is "Natural 22" or less..... **Player /Dealer Wins.**
2. If a player's total is "Natural 22" or less, and the player /dealer's Total is more than "Natural 22".....**Player Wins.**
3. If a player's total is more than (Natural 22), and the player/ dealer's is more than (Natural 22)
  - A) Player / dealer is closer to Natural 22 .....**Player/ Dealer Wins.**
  - B) Player is closer to Natural 22..... **Push.**
4. **Player / Dealer win all ties over "Natural 22".**